Innovations in Recreational Electronic Media

© 1990 Irem America Corp.

PART# [illegible]

EmuMovies

IMAGE FIGHT™

INSTRUCTION BOOKLET

NES-I9-USA ★

PRECAUTIONS

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank You

For selecting "Image Fight"™ Game Pak For your Nintendo Entertainment System.®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

Official Nintendo Seal of Quality

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

"Nintendo" and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

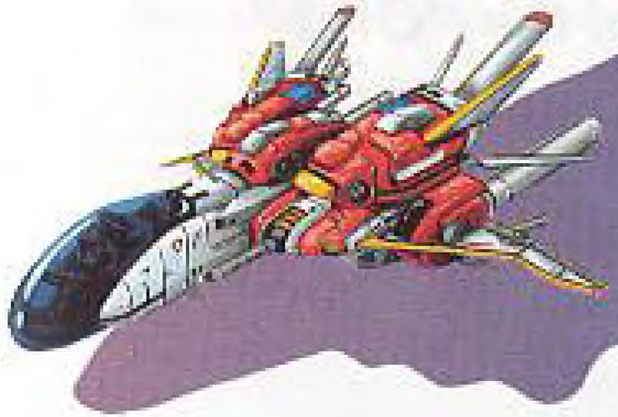
IMAGE FIGHT™

CONTENTS

The Story of Image Fight	4
How to control the "OF-1"	5
Power Enhancing Items	6
Combat Simulation Stages	8
Real Combat Stages	12
Strategies	13

STORY

On a fateful day in 20xx, the Earth's moon exploded into four large fragments and a multitude of meteors. Aliens from afar had succeeded in destroying the West's moon base. One after another, mankind's other military industrial space complexes were being lost. What mankind dreaded had come to pass. Scores of unidentified fighters were in the area. In addition, the moon's main computer, still intact after the explosion, had a strange vegetation coiled around it. Their trademark evil exploits being a dead giveaway, invaders from the Boondoggle Galaxy had arrived to take over the Earth. To counter these evil forces, leading scientists from all over the globe created the "OF-1" Fightership. Combat pilots depart the Earth to fend off the invaders and earn everlasting glory.



HOW TO CONTROL "OF-1"

CONTROL PAD
Use the Control Pad to move the "OF-1" on the screen.

"A" Button
Pressing the "A" Button will alter the ship's speed.

SELECT Button
Use the SELECT Button to choose one or two players.

START Button
Pressing the START will start or pause the game.

"B" Button
Pressing the "B" Button will fire the ship's weapons.

SCREEN

SCORE

Speed Level

The "OF-1" Fighter

Your remaining Fighters

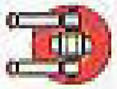
Score and remaining fighters are displayed while the game is "Paused." Press the START Button to pause the game while playing.

POWER ENHANCING ITEMS

Destroy "POW" cases and items appear.

Select pods wisely

Red Pod

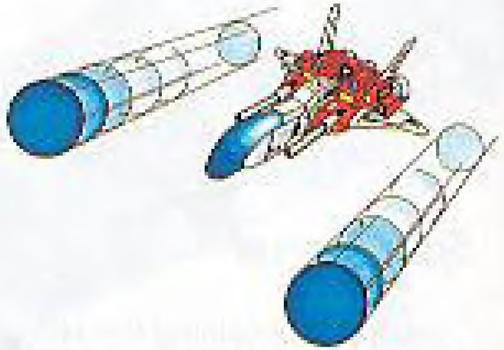


The pod fires opposite to the way your fighter is moving.

Blue Pod

This is a fixed pod. It will fire forward only.

When equipped with these pods, press both the "A" and "B" Buttons simultaneously to fire them. With this weapon you can hit enemies that your normal weapons could not.



The OF-1, when fully loaded, can only carry three pods. Should the fighter gain another pod, all the pods will change color.

Change your special component depending on the situation.

Shields

Continue pressing "B" to activate these protective screens. They can save your life!

Reflecting Ball

This weapon will bounce off of walls and, if aimed well, into enemies. Practice this useful technique.

Seeking Laser

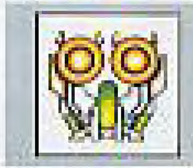
This laser will "hunt" an enemy by curving toward them at right angles. Good in tight places.

5-Way Gun

This formidable weapon fires in 5 directions at once. It will give that "all around" protection.

Drilling Laser

This very powerful beam only fires forward for maximum effect. Invaders, beware!



Rippling Laser

An expanding weapon that "grows" in width as it moves out toward the enemy. Very handy!

V-Cannon

Fires cannon blasts diagonally to the front left and front right.

Seeking Missile

An enemy seeking weapon. This missile will automatically head straight for the nearest enemy.

Side Shooter

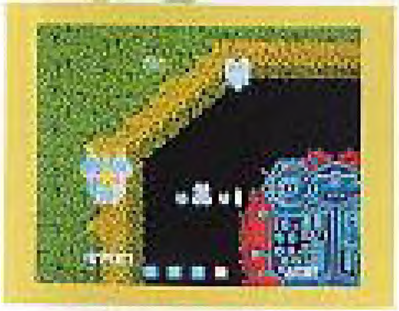
Fires directly left and to the right. This weapon is also very useful in those tight passages.

COMBAT SIMULATION STAGES

Cybernetic Flight drills conducted in space

Upon clearing each stage you will be given an achievement rating. It will be a percentage score and, on the average, must be more than 90% to pass the test. Only the best will go to the "Real" combat stages, so train hard and good luck!

STAGE 1

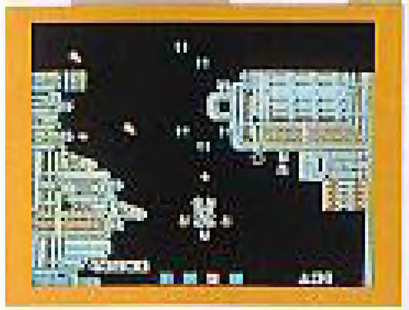


Over the enemy base many types of enemies may be encountered. Keep a watchful eye for the Pincer Pest. His Ring Lasers may mean your untimely end.

STAGE 2

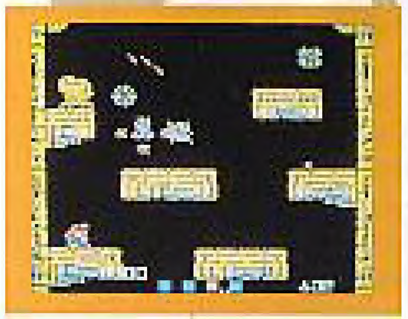
An encounter with a Wombat warship. Loaded to the teeth with auto-cannons and enemy fighters, you'll need all you've got. The Wombat cannot be damaged from the front.

STAGE 3



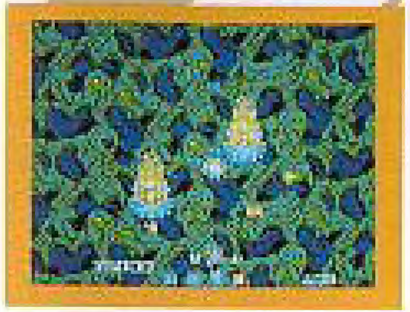
Race into an abandoned mine now occupied by the enemy. Every type of horror lurks within this gauntlet of auto-cannons and obstacles. Beware of Cucamonga!

STAGE 4



Ballistic cannons, robots, and electromagnetic barriers block the elevator shaft. In this small space will you be able to dodge the Sweet Patootie's attack?

STAGE 5



They store the best here. The likes of Scura, with its hard shell, and Medusa will do their best to stop you. Char-Broiled will attempt to crush you!

Only when you've cleared the Five Combat Simulator Stages with an average score of at least 90% will you be ready for "Real" Combat. If you have not scored high enough you'll have to go back for some supplementary training.

REAL COMBAT STAGES

You've passed the drills and are ready to proceed. Good luck on the following targets!

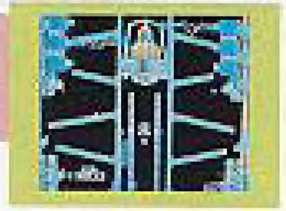
The 1st Target
Enemy Space Base

There is little room to work in this unfinished base. Weave your way carefully through the Omni-Badship's defense system.

The 2nd Target
The Enemy Flagship

The Bombaster is hiding in a meteor swarm and headed for Earth. Stop this menace before it reaches your home!

The 3rd Target
The Final Target

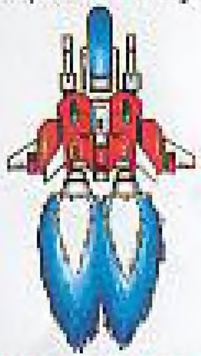


You've succeeded in reaching the moon and its infected computer. How will you stop this cybernetic terror?

STRATEGIES

Rocket Fire

A blast from your rocket engines will damage enemies. Remember this if an enemy is sneaking up behind you.



Component Changes

A component can only be changed if an old one is lost. This can be very difficult. Watch out for the paint job!

Component loss methods

1. Component is hit by a shot.
2. Component hits a terrain feature. (Walls)
3. Component strikes a POW case.
4. Component collides with a weaker enemy.

HOW TO CONTINUE

To continue you must press the "START" Button within 10 seconds of seeing the "Game Over" screen. You may use the CONTINUE Feature as many times as you like.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED 90-DAY WARRANTY

Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK"), that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

If you believe you have found any such error or defect in the program during the warranty period, call Irem America's Technical Support Department, (206) 882-1093 between the hours of 9:00 AM and 5:00 PM (Pacific time), Monday through Friday. The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected PAK (or, at Irem America's option, Irem America may authorize a refund of your purchase).

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to defective materials or workmanship.

LIMITATIONS ON WARRANTY

Unauthorized representations: Irem America warrants only that the program will perform as described in the user documentation. No other advertising, description, or representation, whether made by an Irem America dealer, distributor, agent, or employee shall be binding upon Irem America or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Irem America makes no other warranty, express or implied, regarding this product. Irem America disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long implied warranty lasts, so the above limitation may not apply to you.

No consequential damages: Irem America shall not be liable for special incidental, consequential, or other damages, even if Irem America is advised of or aware of the possibility of such damages. This means that Irem America shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause except the actual cost of this product. In no event shall the liability of Irem America exceed the purchase of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

The provisions of this warranty are valid in the United States only.

For technical support on this or any other products
of Irem America, call (206) 882-1093.

8335 154TH AVE NE
REDMOND WA 98052-9836